dragon 349

WEB SUPPLEMENT

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THE HORDE

BARBARIANS OF THE ENDLESS WASTE

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Fifteen years ago, the charismatic Yamun Khahan united the barbarian tribes of the Endless Waste, massing a great army that spread east and west, threatening the more civilized nations of Kara-Tur and eastern Faerûn. Conquering or laying waste to whole regions, only the death of the Horde's leader at the hands of King Azoun IV of Cormyr finally brought an end to the barbarians' Realms-shaking invasion.

The Endless Waste has never been a peaceful region. Ages ago, a series of conqueror-nations invaded, seeking to bring the disparate human tribes under their yoke. Each of these empires fell in time, leaving the native horse nomads of the steppes to resume their simple lives of wandering and infighting. No matter what force united them, the barbarians always—eventually—broke into their constituent tribes, continuing as they had for centuries.

Even this truth is changing. Since the defeat of Yamun Khahan's great horde more than a decade ago, the tribes of the Hordelands are again stirring. Perhaps it is time for another great war. Perhaps ancient enmities are risings. Or perhaps the horse-warriors of the steppes have grown tired of living in the shadow of their "civilized" neighbors.

A great many changes have taken place in the Endless Waste since the death of Yamun Khahan, some of which would frighten those in more civilized lands—were they close enough to see them. A new nation rises from the remains of the Tuigan Horde. Dark secrets of ancient empires come to light, luring the adventurous and the foolish with promises of powerful magic ripe for plunder. New wealth and trade flourishes again on the revitalized Golden Way, linking merchants and adventurers from far-flung kingdoms to the east and west. The strange lands of the Endless Waste beckon to native and outsider alike with the lure of wealth, power, and forgotten ancient magic waiting to be discovered.

Revealed here are the mysteries of the Hordelands: its peoples, locales, and magical secrets hidden in the remains of long-fallen empires and fresh battlefields. You can find more details on the Hordelands in *Dragon* #349, available at **paizo.com/dragon**.

PEOPLES OF THE HORDELANDS

Two human races dominate the Endless Waste. The largest group, numbering about 100,000, are the nomadic Tuigan people who roam throughout the steppes. Far fewer in number are the Raumvira (less than 15,000), proud civilized descendents of the Raumathari Empire who dwell around the Lake of Mists in small towns and villages. Both the Tuigan and the Raumvira can serve as excellent character races given their predominance in the region.

The Tuigan

The Tuigan, also known as the Horselords, are the nomadic, warlike people of the Endless Waste. Until recently, they have long been seen as a barbaric race scarcely above goblinkind and other crude humanoids. The Tuigan, however, are more than a simple, barbaric people. Their military prowess has shown them to be a formidable force when unified. They breed horses, raise goats, and farm the difficult steppes, trading with their Raumviran and Semphari neighbors. Geographic barriers and a propensity for warfare and raiding over trade almost ensures that the Tuigan will not expand outside their native steppes.

Tuigan History: Some 10,000 years ago (around –8900 DR), the first tribes came from the east to settle the Endless Waste. For nearly two thousand years, the barbarians thrived as herdsmen of horses and goats. In –7100 DR they fell under the yoke of the mighty Imaskar empire, which demanded tribute in the form of horses and slaves. The Imaskari saw great potential in the Tuigan and taught them their language as well as the art of warfare, employing Tuigan cavalry in their armies until the empire fell in –2,488 DR.

A number of lesser empires followed, holding sway over the region but leaving no permanent mark upon the Tuigan people. Around –900 DR, the rising Raumathar kingdom subjugated those Tuigan dwelling in the northern Endless Waste. Three hundred years

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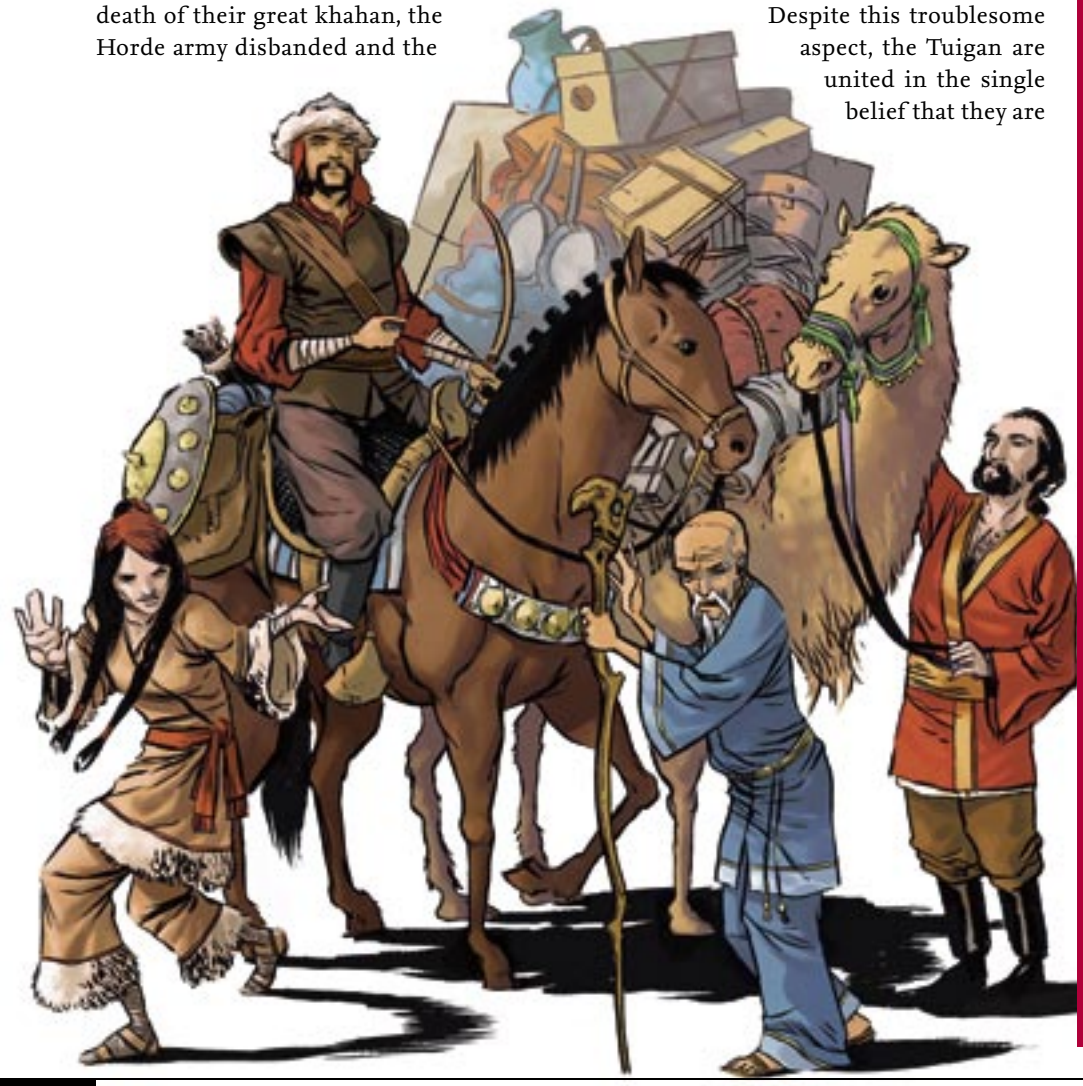
later, eastern kinsmen of the Tuigan from the Plain of Horses stormed across the Endless Waste in an attempt to push the Raumathari out of the steppes. Their efforts failed but they returned in –150 DR to drive out the survivors of the cataclysm that destroyed the Raumathari empire.

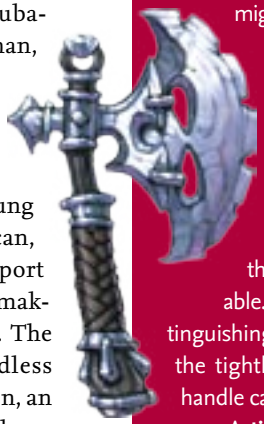
For more than 1,500 years, the Tuigan were left on their own—until around 1335 DR, when a powerful young khan named Yamun brutally put forth the idea of a unified people of the steppes. In less than 25 years, Yamun's concerted efforts united the barbarians of the Endless Waste, so much so that all the tribes are now widely known as Tuigan. Backed by his people and their military might, Yamun Khahan began a campaign of conquest, easily overrunning the kingdoms of Semphar, Khazari, Shou Lung, and Rashemen. Fearful kingdoms from lands west of the Endless Waste banded together to field an army in Thesk to stop the rampaging barbarians. The alliance's efforts in 1360 DR prevailed and the king of Cormyr, Azoun IV, slew Yamun Khahan in combat. With the death of their great khahan, the Horde army disbanded and the Tuigan people once again reverted to their traditional nomadic ways.

Within the past few years, Hubadai Khahan, son of Yamun Khahan, has sought to unite the Tuigan again, although his methods differ from his father. Hubadai called for a true Tuigan kingdom, the result being the promising young nation of Yaïmmunahar. The Naican, Oigur, and Commani tribes support Hubadai's efforts and are eagerly making the transition to civilization. The other Tuigan tribes of the Endless Waste have rejected the new nation, an act that has caused deadly skirmishes as Yaïmmunahar forges ahead.

Outlook: Tuigan are accustomed to hardship and share a strong appreciation for individuals who dedicate themselves to family, a tribe, or a cause. The tribes of the Endless Waste cling to warlike traditions and values that often lead to intertribal warfare. Tribal conflict primarily results from dishonorable acts that demand ruthless and frequently bloody retribution. Despite this troublesome aspect, the Tuigan are united in the single belief that they are



Axe of the Horse Lord



The *axe of the horse lord* is perhaps the mightiest weapon forged by the wisemen of the steppes.

Description: This battleaxe has a broad, serrated blade of bright steel. The blade's sharp teeth never need sharpening and the horse-riding nomads who craft these weapons claim the jet-wood handles are unbreakable. Although the axe bears no distinguishing runes or other arcane markings, the tightly wound leather wrapping the handle cannot be mistaken.

Activation: This weapon always functions as a *+3 icy burst battleaxe*. Riding a horse activates its extra damage ability. You may use the mount ability once per day as a full-round action by calling its name aloud three times.

Effect: An *axe of the horse lord* is a *+3 icy burst battleaxe*. It deals additional damage whenever you wield it while riding a horse. When you use it from horseback, the weapon deals 2d8+3 points of damage and has a x3 critical hit modifier.

In addition, once per day as a full-round action, you may call upon a magical warhorse who is absolutely loyal to the axe and its wielder. The warhorse has the same stats as the special mount of a 10th-level paladin (but its alignment always matches that of the axe's wielder). The warhorse has a unique name you must use to summon it. This mount immediately appears adjacent to you and remains for up to 20 hours. You may dismiss it at any time as a free action, but if you do you cannot conjure it again until the next day.

The warhorse is the same creature each time you summon it. Every time you call the warhorse, it appears at full health, regardless of any damage it might have taken previously. The warhorse also appears wearing or carrying any gear it had when it was last dismissed. Calling the axe's warhorse is a conjuration (calling) effect. Should the warhorse die, it and any gear it had immediately drops to the ground and cannot be summoned again for one week. During this week, the *axe of the horse lord* is reduced to a simple *+1 battleaxe* with no other special properties.

Aura/Caster Level: Moderate conjuration/evocation; CL 10th.

Construction: Requires Craft Magical Arms and Armor, *chill metal* or *ice storm*, *summon monster III*, 54,310 gp, 3,932 XP, 98 days.

Weight: 6 lb.

Price: 98,310 gp.

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superior to the civilized realms around them. They hold fast to the notion that so-called civilized people are cunning, treacherous, and untrustworthy folk, more likely to try and take the steppes a piece at a time rather than attempt an honest, direct war of conquest.

Ironically, this deeply held belief is now applied by some Tuigan to Yaïmmunahar. In the wake of that nation's founding, the majority of tribes have decided to reject Hubadai's new kingdom. Some tribes even call for Yaïmmunahar's destruction, while others adopt the hopeful attitude that the kingdom will likely fall apart. Traditional nomads see Yaïmmunahar as a corrupt outside influence that must ultimately fail so that all the Tuigan can return to their proper ancestral ways. More progressive Tuigan view Yaïmmunahar as the natural conclusion of the inspired vision that Yamun Khahan put forth during the Horde War. The new realm will not only serve to rally the Tuigan, it will also point the way to their future greatness.

Despite these strongly held views about Yaïmmunahar, and other "foreign" nations, the Tuigan have benefited greatly from dwelling on the crossroads of vastly different eastern and western civilizations.

Fedor's Lance

This burgundy-colored lance bestows uncanny might to anyone who wields it from horseback.

Lore: Fedor the Mighty was among the most venerated figures of the ancient barbarians. While little is known of his personal life, history remembers him as one of the most gifted horsemen who ever lived. Indeed, this warrior led his tribe in countless battles. Fedor greatly contributed to the survival of his tribe as well as the remarkable reputation of its fierce mounted warriors, whom many today call horse lords. Fedor's most remarkable accomplishments—a handful of weapons and trinkets he fashioned with strong materials and ancient magic—were inspired by the battlefield.

Description: This simple-looking lance is made of oak. Stained burgundy and having a wide grip covered in woven black leather, *Fedor's lance* stretches approximately 14-feet long. Its sturdily-constructed length tappers from a broad end down to a tip as fine as a splinter, but the weapon's head is nevertheless sharp enough to pierce any foe.

Activation: *Fedor's lance's* special ability activates when you use the weapon from horseback and attack a mounted foe.

Effect: *Fedor's lance* is a *+1 lance.* Whenever you make a mounted charge attack with *Fedor's lance* and hit a mounted foe, you can make a free bull rush attempt as part of your attack. You gain a +8 bonus on the opposed Strength check. If your bull rush attempt succeeds, your target is dismounted and falls prone (in addition to taking normal damage from the attack). His mount remains in place and is unaffected.

Aura/Caster Level: Moderate transmutation; CL 8th.

Construction: Requires Craft Magical Arms and Armor, *bull's strength*, 4,310 gp, 332 XP, 8 days.

Weight: 10 lb.

Price: 8,310 gp.

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TRIBAL NAMES

Among the Tuigan, names are a point of honor that bring fame and luck to individuals and their families. Many Tuigan are commonly named after their great heroes. Surnames are rarely used except for noble families. Khans use the name of their ordu as a surname; Khahans simply use "Khahan."

Male Names	Female Names	Surnames
Baga	Ayana	Chogar
Chanar	Bayalun	Hojar
Donozar	Chuyb	Irdi
Hisir	Dapik	Jonkai
Jeorug	Eke	Kantayan
Marash	Heyen	Kadun
Ond	Ongir	Pyar
Kaland	Pekal	Rukku
Shanim	Razari	Shinar
Torgon	Sirya	Tak
Yitrik	Yoltil	Yok

Fedor's Shield

This beautiful and surprisingly light large shield grants stability to anyone who carries it.

Lore: Few of the shields fashioned by Fedor remain, and those original items frequently sell for as much as four times their actual value as magic items when sold to collectors. Weaponsmiths and armorers long ago uncovered how to make copies of Fedor's famous shield, and these copies are not uncommon—especially on the high plains.

Description: This simple-looking round burgundy-colored shield bears a large white star emblazed upon it. A battered metal disk in the center of the star reinforces the lightwood shield. Although simple in its design, a closer look at *Fedor's shield* reveals its masterwork quality as well as its remarkable lightness. The scent of freshly cut lightwood also lingers around the item, regardless of its age.

Activation: This shield's special abilities are always active as long as you wield it.

Effect: *Fedor's shield* is a *+2 heavy wooden shield of bashing,* but the item only weights 2 pounds and confers no armor check penalty. Furthermore, if you have heavy shield proficiency, you gain a +4 bonus on checks made to resist being bull rushed or tripped whenever you wield *Fedor's shield.*

Aura/Caster Level: Moderate transmutation; CL 8th.

Construction: Requires Craft Magic Arms and Armor, *bull's strength, levitate,* 8,157 gp, 646 XP, 16 days.

Weight: 2 lb.

Price: 16,157 gp.

Centuries of trade with far away places have opened their eyes to the various ways that other peoples live, as well as the material luxuries they enjoy.

Characters: The vast majority of Tuigan characters are fighters or barbarians, with rangers and clerics taking up most of the remainder. Very few belong to arcane spellcasting classes, although bards play important roles as lorekeepers and mystical entertainers. Intolerance for thievery and a general lack of refined social graces make rogues scarce in Tuigan society. Until recently, paladins and druids were unknown, but this is changing as an influx of deities from the western kingdoms alters traditional ideas about worship and introduce the barbarians to all manner of new gods.

Society: The Tuigan follow a strict, if informal, hierarchical social structure. Each nomadic clan is led by a khan responsible for keeping the peace, providing adequate defense, and ensuring that the needs of the clan are met. Children learn to ride horses shortly after they can walk. Women are traditionally the keepers of all things spiritual, while the men are considered the purveyors of battle and tasks that promote or support warfare, although both genders are competent with both horse and bow. Progressive Tuigans challenge these traditions by choosing to live as they see fit, which has led to an increase of women taking up warrior roles.

Honor and respect in Tuigan society are earned through displays of strength, battle prowess, and horsemanship. Respect is accorded to all persons unless they prove they deserve otherwise. A Tuigan noble's social status is reflected in the size of one's tent and the health and size of one's horse herd. Another mark of a powerful man or woman in Tuigan society is the number of spouses kept. Displays of fear, uncertainty in the face of crisis, or sloth cause great loss of respect, and can be good enough reasons to depose an existing khan.

Most Tuigan dead are burned in funeral pyres. Those who die in battle are buried in decorated hillside tombs that include prayers and supplication to the elemental gods, particularly the deity of air who claims worthy souls for the skies.

Language and Literacy: All Tuigan tribes speak the Tuigan language, descended from Roushoum, the tongue of Imaskar, the first empire that subjugated the tribes of the Endless Waste. The various dialects of the language are mutually understandable among proficient speakers and many tribesfolk speak at least two dialects.

Literacy is almost unheard of among the Tuigan, as the written word is seen as having little purpose. The Tuigan of the barbarian kingdom of Yaïmmunahar, however, are working to change this perception as they build their new realm and have need of a writing system. Tuigan is the official language of Yaïmmunahar, and while the language uses the Thorass alphabet (adopted over years of intercepted trade from the west), the khahan plans to adopt Roushoum as the language for state records once enough of his scribes have learned the Imaskari alphabet in which the tongue is written.

Appearance: Most Tuigan have yellowish-bronze skin, stand up to 6 feet tall, and weigh 170 pounds. Typically, they have raven black hair and broad, flat facial features. Men keep their hair short or shaved bald and wear their facial hair in long moustaches and short beards. Women typically wear long braided hair in public—only letting family members see their hair unbraided.

Arms and Equipment: A typical Tuigan warrior armors himself with banded mail, leather armor, or scale mail, with a wooden shield. For weapons, they typically bear com-

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The Yunïchaar

An elite army answerable solely to the khahan, the yunïchaar has its roots in an age-old barbarian practice of kidnapping an enemies' young and raising them as fierce, loyal warriors. Yaïmmunahar maintains the largest yunïchaar in the Hordelands, numbering well over 10,000 strong. Most of these soldiers are humans of Shou, Raumviran, Rashemi, and Mulan descent. Orcs, gnolls, gnomes, and a handful of giant-kin round out this well-equipped, well-trained fighting force. Other yunïchaar armies serve the Fankiang and Zamogedi tribes.

In keeping with his ambitious agenda to adopt the ways of Faerûn's western kingdoms, Hubadai officially ended the practice of yunïchaar kidnapping—an act that does not sit well with his more tradition-minded, warlike khans. That the khahan's yunïchaar forces still number more than 10,000 despite ten years of steady attrition has led some to think that Hubadai maintains secret yunïchaar training camps somewhere in his new realm.

posite shortbows, daggers, and long swords. Mounted warriors often wield lances.

Magic and Magic Lore: The Tuigan people hold interesting spellcasting traditions. Bards are by far the most common arcane spellcasters, although barbarous sorcerers are accepted once they prove their worth to the tribe. Wizards, unless trained in a far-off land, are completely unknown. Clerics are more common than druids, but adepts are almost ubiquitous, working and praying alongside clerics as well as acting on their own among the many smaller Tuigan tent villages.

Deities: Until recently, the Tuigans venerated two elemental lords. Teylas, Lord of the Sky and Storms—in fact a masculine aspect of Akadi, the elemental goddess of air—was first and foremost of the Tuigan gods. He is both feared and respected. Tuigans believe that pleasing Teylas through proper prayer and sacrifice guarantees rain, protection from ill-spirits, and good luck. The second deity is Etugen, a feminine aspect of Grumbar, the elemental deity of earth. She provides the Tuigan with abundant hunts and is asked to guard the Tuigan's most trusted and valuable companion—the horse.

With the founding of Yaïmmunahar, Hubadai has decided to embrace many outside ways, including foreign gods. The result has been a slow incursion of deities new to the Endless Waste. The Red Knight, the militant goddess of strategy, has become a favorite in Yaïmmunahar, and is worshiped by Hubadai and by those in his armies.

Relations: The Tuigan of the northern steppes have good, if somewhat formal, relations with the other peoples of the Endless Waste. They typically trade horses and furs in return for worked metals, armor and weapons. The tribes of the central and southern steppes are prone to raiding during tough times, making for strained relations with all neighboring kingdoms.

The Raumviran

Appearing as the opposite of their Tuigan neighbors, the Raumvirans are peaceable human merchants settled around the Lake of Mists who trace their ancestry back to the ancient magical empire of Raumathar. Although Raumviran culture has diminished greatly since Raumathar's fall, a handful of Raumvirans seek to preserve the ancient arts of Raumathari battlemages and Raumviran conjurers. Once common in the lands west and south of the Endless Waste, the Raumvirans are much reduced in population today.

Raumvirans regard the accomplishments and excesses of their Raumathari ancestors with a mixture of pride and humility. They have seen the folly of excessive ambition and experienced the centuries of slow decline that inexorably follow the collapse of an overreaching empire.

Most Raumvirans are content with their current lives. They suffered little in the Horde War and continue to profit from the steady flow of trade along the Golden Way. Some Raumvirans retain their ancestors' hunger for adventure and mastery over magic, and these few are the ones most often encountered outside the Lake of Mists region.

History: The fall of Imaskar in –2488 DR caused great tumult throughout eastern Faerûn and the Endless Waste that divide the western realms from the kingdoms of Kara-Tur. The Raumvirans, a tribe native to the Lake of Mists region and known for its skill in summoning magic and mastery of forging steel, had long served as proxies for the Imaskari, keeping the scattered tribes of the Endless Waste in check. The collapse of the Imaskari Empire left the Raumvirans dangerously exposed to the wrath of the other tribes, forcing them to withdraw north and west.

A thousand years later, the Raumvirans remained fierce warriors who retained the arts of forging steel and casting summoning spells, but who had otherwise dwindled in number so as to be just one of many barbarian tribes in the region. Over the course of the next two centuries, the Raumvirans gradually conquered much of the Endless Waste, while the Nars extended their rule south and west along the shores of the Easting Reach. By –900 DR, the Raumvirans had established the empire of Raumathar, with its capitol at Winterkeep, stretching from the northern tip of Lake Ashane to the western shore of the Great Ice Sea and from Sossal to the Lake of Mists.

Frequent conflict with Narfell, a neighboring empire of demon-summoners, eventually led to the destruction of Raumathar. In –150 DR, the summoning of numerous powerful monsters and minor deities consumed both empires in a great conflagration. The remaining Raumvirans descended into barbarism, although Raumviran civilization survives in Almorel and Drubiev—thanks primarily to ongoing trade with the dwarves of Siremun and the steady trickle of trade that passed along the Golden Way.

In the years that followed the conquests of the Horde, a surge in trade has brought both wealth and a flowering of Raumviran culture among its populace. Once again traders are crossing the Endless Waste in large numbers, bringing gold, knowledge, and magic lore. New Raumviran villages are springing up around the southern shores of the Lake of Mists. Almorel and Drubiev are flourishing, all of which encourages the Raumvirans to rediscover and develop their ancient heritage.

Outlook: Raumvirans view life as series of challenges to be overcome. Respect and status must be earned, and, as such, never squandered foolishly. They believe strongly in the inevitability of life balancing out over time. Those who seek glory inevitably court disaster, while those who fail miserably will invariably rise to succeed.

Characters: Raumvirans have a long-standing warrior tradition, dating back to before their fall into barbarism. Rangers, fighters, and warriors play prominent roles in Raumviran society. Barbarians are not unknown, but uncommon, appearing far from settled areas in the steppes along the Golden Way. Raumvirans accord arcane spellcasters great respect, particularly conjurers, sorcerers, and practitioners of battle magic. Clerics, druids, paladins, and monks are rare, as Raumvirans have no strong tradition of organized religion beyond the veneration of elemental powers. Rogues are fairly

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common in Raumviran settlements along the Golden Way, with most making their living stealing from traveling merchants.

Society: Raumviran society is generally lawful, respecting the importance of honest dealings in trade. Religious and class divisions are almost unknown among the insular Raumvirans. Visitors are treated respectfully, if a little coldly, but are rarely welcomed to join their communities. Raumvirans greatly esteem individuals who demonstrate fortitude through contests of physical and martial prowess. Schooling is uncommon, except among those who study the glories of fallen Raumathar.

Language and Literacy: Raumvirans generally speak Common and Raumvira, a tongue commonly used around the Lake of Mists.

Appearance: Raumvirans are typically stocky and muscular, averaging just under six feet in height. Males are hirsute with thick black beards. Raumvirans bear a strong resemblance to their Rashemi kin, although they usually stand a few inches taller and have fairer complexions.

Arms and Equipment: Raumvirans have long-standing trade relations with the Siremun dwarves of the Firepeaks, and, as such, often employ dwarf-forged metal arms and armor. Raumvirans typically wear fur hats, fur boots, and silk tunics lined with fur. Curiously, the last are often adorned with intricate runic designs characteristic of the robes of Shou courtiers.

Magic and Magic Lore: The Raumvirans have a strong spellcasting tradition, stemming from Imaskari, Mulan, and Raumathari influences. Most Raumviran arcane spellcasters are either conjurers or sorcerers who later adopt the Raumathari battlemage prestige class (see *Unapproachable East*). Raumviran conjurers favor elemental creatures. Demon summoning is associated with ancient Narfell, historic enemies of the Raumathari, and is therefore strongly discouraged.

Horseman's Helm

A *horseman's helm* provides its wearer with tremendous insight into the ways of horses.

Description: This golden helm of ancient design is a work of art even without its magical enhancements. Covering most of its wearer's face, a *horseman's helm* has a nose guard shaped in the form of a horse's head and a long strand of horse hair bedizens the top of the item. Although not all *horseman's helms* were fashioned in ancient times, modern craftsmen who forge these treasures continue to copy the styles of old.

Activation: This magic item is activates when you put it on.

Effect: When wearing a *horseman's helm,* you gain the wild empathy ability with horses and horselike animals, such as donkeys, mules, and ponies (not magical beasts like hippogriffs). You gain a +4 bonus on these special wild empathy checks, as well as on Ride and Survival checks (made to track down a group of horsemen). Lastly, you can use *speak with animals* at will and *calm animals* three times per day, but only with horses and horselike animals.

Aura/Caster Level: Weak enchantment; CL 5th.

Construction: Requires Craft Wondrous Item, *calm animals, charm animal, speak with animals,* 6,000 gp, 480 XP, 12 days.

Weight: 2 lb.

Price: 12,000 gp.

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Barbarian Law

The Tuigan have developed a legal system that revolves as much around honor and social status as it does justice. In general, the law is only applied when a noble (noyan) is the victim. Commoners are expected to work out differences among themselves. This usually involves brutal beatings on those who steal or break public oaths. The most extreme punishment, death, is reserved for crimes against a khan. Death by execution offers a criminal the worst disgrace. Such executions take place in the wilderness far from the tent village. Crimes demanding death of a criminal include:

- Theft of a khan's horse.
- Breaking an oath to a khan.
- Step upon the threshold of a khan's yurt uninvited.

Deities: In the tradition of ancient Raumathar, most Raumvirans venerate the elemental gods: Akadi (air), Grumbar (earth), Kossuth (fire), and Istishia (water). Foremost among these is Istishia, followed closely by Akadi.

Relations: Due of their proximity to the Tuigan, Raumvirans enjoy close ties with the tribes of the Endless Waste. Raumvirans are adept traders and artful negotiators with a reputation for fairness and honesty. They have long lived alongside the dwarves of the Firepeaks, and there are close and long-standing relations between the two groups.

ENDLESS WASTE GAZETTEER

The vast expansive region known as the Hordelands occupies the lands between distant Kara-Tur in the east and the western nations of Thay, Mulhorand, and Rashemen. Technically, the Hordelands comprise the easternmost part of Faerûn—although few think in such terms, considering the region as a forlorn hinterland that separates Faerûn from Kara-Tur.

Nations, Cities, and Sites

The vast spaces of the Endless Waste feature very few permanent cities, being mostly odd assortments of nomadic tent villages and roaming camps. Despite this, civilized areas do exist, both above and below ground. Ruins on the surface are likewise very rare, most swallowed by the earth with the passage of time.

Drubiev (Small Town)

The town of Drubiev has existed at the confluence of the Clearflow and the Golden Way since before the fall of Raumathar. The settlement lies at the foot of a centuries-old dwarven bridge called Riverview Span, more famously called Dead Dwarf Bridge for the sometimes-visible spirits of long-dead dwarven guardians.

Drubiev (small town): Conventional; AL LN; 800 gp limit; Assets 78,640 gp; Population 1,966; Mixed (70% human [57% Raumviran, 27% Tuigan, 11% Rashemi, 4% Shou, 1% Mulan], 18% river spirit folk, 5% gold dwarf, 4% half-orc, 2% gray orc, 1% rock gnome).

Authority Figure: First Councilman Aevan Dragorovich (LN male Raumviran human aristocrat 4/expert 2), leader of the Council of Five.

Important Characters: True Spring of the God Emmezel Tersku (NG female river spirit folk cleric 7/elemental archon 1 of Istishia), leader of local shrine dedicated to Istishia and member of the Council of Five; Pavel Tragosk (NE male Damaran human rogue 8/shadowdancer 1), local merchant, secret representative of the Shadowmasters of Teflamm, and member of the Council of Five; Yeskarra Longtooth (N female half-orc adept 4), the most patient and foresighted member of the Council of Five, currently serving her fifth consecutive term of office; Yusiv Worlaski (LG male Raumviran human warrior 7), first constable and leader of the constabulary.

The Firepeaks

Settled more than twelve millennia years ago by gold dwarves known as the Siremun, the Firepeaks are a small chain of active volcanic mountains that rise up from the central plains of the Great Amber Steppes. The dwarves mined out these mountains millennia ago, forcing them to delve deeper into the Underdark for their metal and gems. A vast network of mining passages now extends for many miles in all directions. These tunnels even touch upon the cavernous Underdark area known as the Wandering where duergar from Fraaszummdin raise their spiderlike steeder mounts.

The western and southern slopes of the Firepeaks are pierced with numerous dwarf-made vents and sluices that redirect lava from dwarven homes to the surrounding steppes. This long-standing practice generates continual tension between the Siremun dwarves and the Commani tribe of barbarians, who rightfully blame the dwarves for the continual release of deadly lava and toxic gases that threaten the region.

Sacred Horse Totem

This ancient relic holds potent magics capable of empowering horses and their riders.

Description: This four-inch-tall statuette, carved from oak in the form of a horse, seems as old and weather-beaten as the world itself. Crudely shaped, the statuette is small and bulky, and the horse it represents has a thick body, a short neck, and a strange face.

Activation: You activate the *sacred horse totem's* continuous effects by placing it in a saddlebag. Giving your horse three kicks to its flanks activates the once-per-day movement increase.

Effect: A *sacred horse totem* grants three effects, two continuous and one activated. The activated ability allows you, once per day, to double your mount's move speed when you make a mounted charge (you can charge a distance of four times your move speed rather than merely double). The first continuous ability grants you an additional +1 bonus on melee attack rolls (for a total of +2 bonus) as well as a +2 bonus on damage rolls when on horseback and fighting creatures smaller than your steed. The second continuous ability grants your mount a +4 increase to its natural armor.

Aura/Caster Level: Moderate transmutation; CL 9th.

Construction: Requires Craft Wondrous Item, *barkskin, true strike,* 21,000 gp, 1,680 XP, 42 days.

Weight: 1 lb.

Price: 42,000 gp.

Glittering Spires

Together with the Kora Shan, this range of steep, eternally snow-capped mountains divides the Endless Waste from the Horse Plains to the northeast. Cold winds from the Great Ice Sea blast the western slopes of the spires, stunting plant growth and making travel treacherous. The eastern foothills of the Glittering Spires are quite the opposite, as they merge into the heavily coniferous Umberwood.

A small colony of gold dwarves, descendents of the Herlinga Clan of the nearby Shadowmount Peaks, mines the northern

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portion of the range. These dwarves also operate an outpost, selling dwarf-wrought weapons and armor to any who are able to pay in gold or gems. Their customers are nearly all Tuigan.

The Great Ice Sea
This vast saltwater sea, named Yal Tengri by the Shou, forms the northern border of the Endless Waste. In ages past, humans of the Raumathar Empire settled along its frigid shores and used powerful magic to keep away wintry weather. Since Raumathar's fall, the magic has dissipated, and the area is now inhospitable to humans. Most of the year, the Great Ice Sea freezes over, allowing travelers and hoary predators to cross on foot. By late spring, the ice recedes, leaving behind gigantic icebergs and making travel by boat a dangerous endeavor.

Icerim Mountains
This small range of snowy peaks marks the northwestern border of the Hordelands with the witch-ruled kingdom of Rashemen. The mountains are home to a variety of wintry creatures that frequently descend from their peaks during colder months to hunt prey on the Endless Waste. Small, feral tribes of humans, dwarves, and orcs eke out an existence here, competing for survival with each other and the larger monsters.

Mountains of Copper
Jutting eastward from the southern tip of the Sunrise Mountains, the Mountains of Copper have long been home to a large clan of gold dwarves bearing the family name Brightsmith. Centuries ago, Mulhorandi armies drove the dwarves from the southern peaks, and the survivors now dwell along the northern side of the mountains nurturing their ages-old hatred of Mulhorand.

In 1374 DR, the Brightsmith dwarves came upon the ancient ruins of Zexthandrim, a kobold kingdom destroyed by the Imaskar Empire. More than a dozen dwarves died exploring the ruins. Queen Olniar Brightsmith (LG female gold dwarf cleric 12 of Moradin) has since declared Zexthandrim off-limits for her people.

The most famous residents of the mountains are a large family of copper dragons led by the brilliant Pryxilithicar, a ponderous great wyrm with little patience for dragon-hunting adventurers. Most of the copper dragons live along the range's remote western peaks.

Songfarla—The Hidden Kingdom
This hidden kingdom of gnomes lies nestled just under the eastern slopes of the Sunrise Mountains off a tributary of the River Murghôl. Settled almost 5,000 years ago by rock gnomes fleeing Netherese enslavement, Songfarla was founded when an influx of new refugees nearly quintupled the existing settlement's population. Since that time the gnome population slowly dwindled, until –496 DR, when Songfarla's population swelled with the unexpected arrival of four deep gnome clans—the Covarrkar, the Fungusfoot, the Glasszhorm, and the Longstepper clans. The Hidden Kingdom presently numbers some 12,000 gnomes, carefully secreted in a number of communities in the mountains east of Thay. Some half of them live in the city that names the kingdom.

Songfarla (small city): Conventional; AL LG; 15,000 gp limit; Assets 7,877,250 gp; Population 5,807; Isolated (58% rock gnome, 42% deep gnome).

Authority Figure: Laughing Mime (NG male rock gnome illusionist 13/cleric 8 of Garl Glittergold), Prime Jeweler of Songfarla.

Important Characters: Lyssa Polishedstone (LG female rock gnome cleric 14 of Garl Glittergold), the Star Ruby (high priestess) of Garl Glittergold; Esstor Wykurrik (LG male deep gnome fighter 11), the First Sentinel and leader of the Vigilant Sentinels; Filannil (CG female gloaming sorcerer 7), de facto head of the local gloaming ghetto (see *Underdark* for details on gloaming).

Sunrise Mountains
Comprising a lengthy row of lofty peaks, the Sunrise Mountain range marks the western border of the Endless Waste with the evil magocracy of Thay. The eastern side of the mountains have long hidden the secret underground gnome kingdom of Songfarla. The slopes are also home to bands of bugbears, goblins, gnolls, escaped Thayvian slaves, and barbarian bandits who remain unaware of the gnomish realm under their feet. More interested with its formal enemies to the west, Thay mostly ignores this side of its kingdom, although Red Wizards frequent the Sunrise Mountains to hunt both beasts and humanoids for sport.

Swordrise Mountains
This mysterious mountain range forms the southeastern border of the Endless Waste. Dozens of hermitages and monasteries dedicated to the practice of mysticism or the worship of obscure deities lie scattered throughout the peaks in remote, high places. The local Tuigans are highly superstitious of the monks and avoid the region. The slopes of the Swordrise Mountains are mostly free from dangerous creatures. Few explorers have been known to plumb their depths. Ages ago an orc horde fleeing the Orcgate Wars fled into caverns deep beneath these mountains. Centuries of isolation in the Underdark transformed those orcs into orogs, and they now number in the thousands, if not tens of thousands.

Queraband (Small City)
The former war-city of tents has been transformed into the khahan's personal traveling court. One fortnight out of every three, Hubadai travels throughout Yaïmmunahar's provinces to meet with the local leaders, preside over civil and criminal matters, and encourage settlement among the nomads. The Queraband is well-guarded, protected by an army of light cavalry and Hubadai's elite yunïchaar warriors.

Valley of the God
Situated between the Mountains of Copper and the Godswatch Mountains, Ejen Horo ("Valley of the God") is a meeting ground

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Son of the Horde

Hubadai Khahan **CR 17**

Male human fighter 17

LN Medium humanoid

Init +2; Senses Listen +3 Spot +2

Languages Common, Imaskari, Tuigan

Hook "You have much to offer, friend. I have a proposal that I know you will consider very carefully."

AC 22, touch 11, flat-footed 21

hp 115 (17 HD); DR 5/magic

Fort +11, Ref +7, Will +7

Speed 20 ft. (4 squares)

Melee +3 wounding longsword +25/+20/+15/+10 (1d8+7/19–20)

Ranged +3 composite shortbow (+4 Str bonus) +23/+17/+13/+7 (1d6+9/19–20/×3)

Base Atk *+17; Grp +21*

Atk Options Ride-By Attack, Spirited Charge, Trample

Combat Gear potion of cure serious wounds, potion of haste, potion of heroism

Abilities Str 18 Dex 14 Con 13 Wis 15 Int 12, Cha 16

Feats Combat Reflexes, Far Shot, Greater Weapon Focus (shortbow), Improved Critical (shortbow), Leadership, Mounted Archery, Mounted Combat, Precise Shot, Point Blank Shot, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Focus (shortbow), Weapon Specialization (shortbow)

Skills Bluff +5, Diplomacy +8, Handle Animal +15, Intimidate +9, Jump +6, Knowledge (local) +2, Knowledge (nobility and royalty) +2, Knowledge (religion) +2, Listen +3, Ride +18, Spot +2

Possessions combat gear, +2 banded mail of invulnerability, +2 light wooden shield, +3 wounding longsword, +3 composite shortbow (+4 Str bonus)

The eldest son of Yamun Khahan, Hubadai is a powerfully built man who stands well over 6 feet tall. His scarred tan face and broad facial features are offset by a trim mustache, beard, and an intensely piercing gaze.

Following the death of his father fifteen years ago, Hubadai was determined to learn all about the western alliance that killed his father and ended the Horde War. Over the years, he secretly visited and studied Sembia, Waterdeep, Zhentil Keep, and other Faerûnian kingdoms. The khahan was most impressed with the nations of the Western Heartlands—Cormyr, in particular. He especially found the Cormyrean tradition of war wizards and a standing army led by brave, capable knights to be an accomplishment worthy of aspiring toward.

Inspired by the great accomplishments of these nations, Hubadai returned to the steppes and founded Yaïmmunahar. The khahan has succeeded where his father failed. It was no lack of skill that laid Yamun low but rather the lack of a true nation. With one such kingdom now behind him, Hubadai sees himself as a powerful enduring force poised to conquer the world.

After founding the kingdom of Yaïmmunahar, the khahan became particularly interested in those whose special talents might benefit the new nation – especially those capable of wielding powerful magic. An excellent judge of character, Hubadai has a talent for selecting the most capable and loyal person for the tasks he wants completed.

The khahan also looks to advance his country by adopting bold new ideas, new deities, and new magic from other lands. He is wooing several Cormyrean noblewomen with hopes of marrying into western nobility. Such a marriage would not only bind his new kingdom more tightly to the west but also further legitimize Hubadai's fledgling country in the eyes of all civilized kingdoms.

Charmingly arrogant, both beloved and feared by his people, Hubadai is proclaimed by his followers to be the new sun rising over the steppes, the overlord who will return greatness to all peoples of the Hordelands. The khahan is determined to prove them right.

sacred to the Tuigan nomads where great matters take place. Hubadai proclaimed himself khahan in the valley and he also first announced his kingdom here.

Hubadai brings the Queraband to this valley every spring for festivals and jousting. The khahan uses this time to bless noble marriages, anoint new khans, and grant territory to those deemed loyal and worthy.

The Valley of the God is perhaps most famous as the burial ground for Tuigan nobility. Yamun Khahan is buried here. The vale is guarded year round by fanatical warriors dedicated to protecting the tombs.

LOST IN THE HORDE WAR

During the Horde War, many powerful magic weapons were brought to bear against the great barbarian army by their more civilized enemies. These enemies inevitably fell and the barbarians wasted little time equipping themselves with the arms and armor of their conquered foes. Once the war ended, the barbarians returned home to their tribes, many of them in possession of potent magic arms from the most puissant kingdoms of Faerûn.

Cormyte War-Staff: This *+2 spell-storing defending quarterstaff of speed* is popular among accomplished, martially-minded War Wizards of Cormyr. At least three of these staffs were lost during the final furious battle at Thesk when the king of Cormyr slew the Tuigan overlord. Only one head of a Cormyte war-staff is enhanced; the other is only of masterwork quality.

Strong evocation; CL 12th; Craft Magic Arms and Armor, *haste* and *shield* or *shield of faith,* creator must be a caster of at least 12th level; Price 98,600 gp; Weight 4 lb.

GhostStorm: This unique *+3 thundering shocking burst longsword* was brought back to the Endless Waste from the far eastern realm of Kara-Tur. It is currently carried by Khan Oguntar, a lesser horselord whose clan roams the southern Endless Waste.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *blindness/deafness* and *call lightning* or *lightning bolt;* Price 72,315 gp; Weight 4 lb.

Orc Claw: These *+1 keen mighty cleaving greatswords* were so named by the barbarians who suffered grievously defending against them. The swords were only carried by elite orc warriors from Zhentil Keep, many of whom later settled the region where the final battle of the Horde War took place.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, *divine power, keen edges;* Price 18,350 gp; Weight 8 lb.

Royal Armor of Semphar: This ornately decorated *+1 invulnerability spell resistance chainmail* (SR 17) originates from the desert kingdom of Semphar, located at southeastern border of the Endless Waste. Yamun Khahan received three suits of this armor as tribute when his forces captured Semphar.

Strong abjuration; CL 15th; Craft Magic Arms and Armor, *spell resistance* and *miracle, stoneskin,* or *wish;* Price 64,450 gp; Weight 40 lb..

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